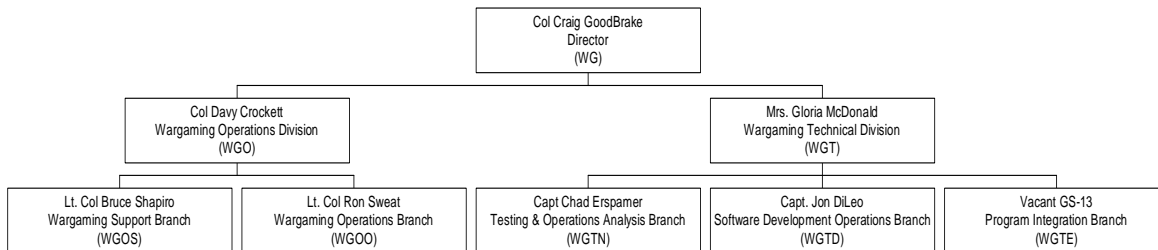


ORGANIZATION

The AFWI is one of six directorates within the College of Aerospace Doctrine, Research and Education. Two functional divisions with a combined staff of 59 officer, enlisted and civilian personnel, and a number of contractors who contribute to the mission, support the AFWI Director (CADRE/WG). The following organizational chart provides a brief graphical display of the directorate down to the branch level with the personnel in charge at each level.



WARGAMING OPERATIONS DIVISION (WGO)

The Wargaming Operations Division is responsible for the entire wargaming lifecycle process, to include definition, design, development, testing/pre-play, preparation, execution and post-wargame analysis. With a \$2M annual budget, WGO provides wargame support to a variety of customers from around the world. The professional men and women assigned to the two branches within WGO provide full-spectrum wargaming to accomplish the AFWI Director's mission.

Wargaming Operations Branch (WGOO)

The Wargame Support Branch provides daily support to the AFWI as well as the preparation and execution of wargames serving the DoD, the Air Force, sister services and our allies. The branch is responsible for the reception and support preparations for over 25 joint wargames, and annual events, including Air War College seminar classes, flag officer courses and the CSAF-hosted Air Force Doctrine Summit. The Support Branch manages the \$2M annual budget on behalf of the Director and serves as the administrative hub for the directorate.

Wargame Support Branch (WGOS)

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flag officer courses and the CSAF-hosted Air Force Doctrine Summit. The Support Branch manages the \$2M annual budget on behalf of the Director and serves as the administrative hub for the directorate. The Information Technology (IT) Section of the Wargame Support Branch maintains the complex communications-computer infrastructure and computer systems supporting wargaming operations at the AFWI and all IT issues elsewhere within CADRE. The IT section designed, implemented and currently maintains and operates a state-of-the-art local area network (LAN) that serves as the centerpiece of the Institute's information system. This highly configurable network can be rapidly and easily modified to accommodate a wide spectrum of wargaming scenarios, including classified and unclassified events. A cadre of highly-trained computer technicians provides complete hardware and software support for the many workstations, servers and infrastructure supporting wargame operations and software development activities, as well as providing end-user support throughout CADRE. This quick response team is trained to satisfy dynamic requirements, providing our wargaming guests customized desktop computing and seamless connectivity back to their home station. The systems management team provides centralized administration of modern servers operating in the Windows 2000 and Unix environments. The area LAN administration team is responsible for managing all user related issues for CADRE. The section hosts a Technology Working Group whose charter is to evaluate emerging technologies, validate diverse customer requirements and ensure the AFWI computing environment remains on the cutting edge.

WARGAMING TECHNOLOGY DIVISION (WGT)

This division plans, develops, integrates, and maintains web-based, client-server and stand-alone software on a number of hardware and software platforms in support of wargaming events and other organizational needs. WGT plans, develops, integrates, maintains and modernizes the CADRE network and computer system infrastructure and associated software applications and operating systems; provides network and computer systems support for all of CADRE's events and AFWI's wargaming events. The division provides the commander with expertise, advice, courses of action and recommendations on all technical issues relating to information technology (IT)/software development support and vision.

Software Development and Operations Branch (WGTD)

The Software Development and Operations Branch develops, maintains, integrates and operates computer models, simulations and visualization tools to support the adjudication of wargames. As a software development activity (SDA), the division maintains five in-house models. The Air Force Command Exercise System (ACES) is a joint, theater campaign-level, combat simulation model. The ACES is used to support the Air Command and Staff College's (ACSC) capstone wargame, the Air and Space Basic Course's (ASBC) capstone wargame, as well as wargames for the Joint Services Command and Staff College, United Kingdom, and the Canadian Forces College, Canada. The Joint Educational Mobility Model (JEMM) is a theater logistics model used to generate time-phased force deployment data (TPFDD) and is used in a number of

wargames. The Operations Atlantis model is a real-time, tactical air and space employment model used to conduct exercises for Squadron Officer College (SOC). The “Bottom Line” model is used by the College of Professional Development’s (CPD) Professional Military Comptroller Course to conduct an Exercise in National Budgeting Priorities (XNBP), which simulates the impact of national budget decisions (presidential, economic, political and military) on the state of the nation. Finally, the ForceView visualization tool is used to support nearly all AFWI wargaming events to display the Order of Battle (OB). The branch, in conjunction with the Software Engineering Branch (WGTE), provides a comprehensive software development support structure, including project management, configuration management, software quality assurance and testing capabilities. Other branch responsibilities include the development, maintenance and administration of CADRE’s public, private and wargame-only Websites, site content and Web-based applications.

Software Engineering Branch (WGTE)

The WGTE provides critical systems and software engineering support to the Chief of the Information Technology (IT) Division for the management of the SDA, to include system architecture, application of project management techniques, system and software engineering principles, adoption of commercial software best practices, software test design and implementation, software configuration management, software quality assurance and software support contractor surveillance. The branch reviews and updates various management databases, inventories and repositories containing lifecycle information on software-intensive wargames assigned to the SDA. It also serves as the focal point for systems migration and data administration. The branch represents the SDA on the Air Education and Training Command (AETC) Software Management Working Group.

Operational Test and Research Branch (WGTN)

The Operational Test and Research Branch provides technical advice and critical analyses on all aspects of modeling, simulation and wargaming. The branch investigates the functional and operational capabilities of wargame models, develops wargame tools and enhances the representation of air and space power in models, simulations and wargames through tailored verification and validation testing. Teamed with Air Force doctrine experts, WGTN analyzes the logic, mathematics and algorithms of combat models to insure doctrinally sound outcomes for AFWI-hosted wargames. The branch also provides operational analysis and model expertise support during the development and execution of wargames. In addition, the branch conducts special interest research for the AFWI Director and CADRE/CC ranging from educational wargaming to future modeling and simulation (M&S) requirements and capabilities. In concert with this work, the branch maintains links to the Air Force and joint training and analysis model communities to stay abreast of the latest M&S developments and innovations